

# RePHaim

## Game Master Section:

Choose an era of human history

Choose a city in which the characters [live / work / survive].

Name five totems which the character must find.

## Player Character Section:

You have four basic skills:

[Generic] - for everyday tasks.

[Sorcery / Psychic / Awareness / Mind] - for the hints to find the totems

[Alchemy / Science / Body] - for the power to manipulate elements

[Summoning / Spirit] - for the Energy to use spells

You will need 2d10 or percentile dice.

Each skill starts at a value of 10.

Each time a skill is [challenged / used] successfully increase it by 1.

When 100 is reached in any skill your true nature can no longer be hidden and you are hunted mercilessly by the Secret Order of that era.

If you've acquired all five totems then roll against your lowest skill.

A success means that you can leave the material plane for your next reincarnation, a failure means you are trapped.

a mini RPG by Joe Jeskiewicz

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200 word RPG Challenge

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